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# STARFIRE QUICK START RULES

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## INTRODUCTION

This is the Quick Start Rules for ULTRA and SOLAR STARFIRE. These rules simulate tactical combat in outer space. STARFIRE can be played by two or more players, but can also be played solitaire. STARFIRE is played on a hex map using counters that will represent the ships. If you or your group of players have questions not covered by these rules, they can be addressed to the Community Forums at <http://www.starfiredesign.com/forum>.

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## WHAT YOU WILL NEED TO PLAY

The Quick Start Rules requires some components to play. These rules, paper, pencils or pens, and access to a computer to print off a map and counters will be required. You will also need 10 sided dice which can often be found at local gaming and hobby stores or online sites. More expensive cardboard counters, large premade maps, and other accessories can be found but are not necessary to play.

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## TERMINOLOGY

The one group of terms that will be addressed here are the abbreviations for the various sizes of ships used in this Starter's Guide.

**CT** ♦ Corvette/Small combat and patrol ship. Dangerous to larger ships in groups.

**CA** ♦ Heavy Cruiser/Capital ship. Often a flagship. Dangerous to anything smaller.

We will also look at how ships are represented in STARFIRE. Each system is represented by a letter or combination of letters. Other information will also be included in each ship description. Below is an example ship.

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Bradley - CT  
[2] S S S A A A Q (I) (I) (I) F [6]

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Bradley ♦ The name of the ship.

CT ♦ The size of the ship, a Corvette.

[2] ♦ The Turn Mode of the ship. How quickly it can change direction.

S S S ♦ Three units of shields, a defensive system.

A A A A ♦ Four units of armor, also a defensive system.

Q ♦ The crew quarters and life support. This includes the bridge.

(I) (I) (I) ♦ The inertialess engines used to move the ship.

F ♦ A force beam, used to attack other ships.

[6] ♦ The Movement Points of the ship. This may be reduced by damage.

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## SEQUENCE OF PLAY

The game is played as a series of combat turns. Each turn is composed of a number of phases.

1. Initiative Phase
2. Movement Phase
3. Combat Phase

## 1. Initiative Phase

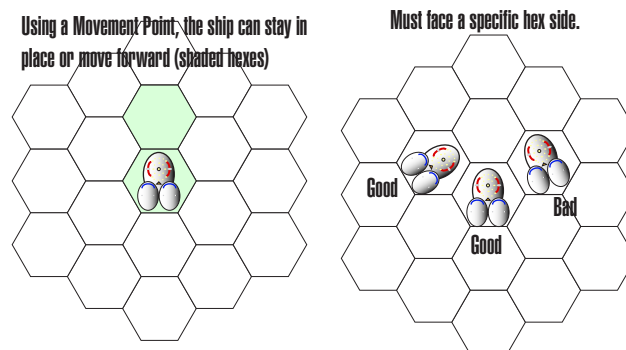
Initiative is determined by each player rolling a single 10 sided die. The player with the highest roll is considered the winner. In the event of a tie the player who lost initiative on the last turn is the winner. In the event of a tie at the start of the game, simply reroll.

The player that has won initiative will move last and fire first.

## 2. Movement Phase

During the Movement Phase, the players will move their ships on the hex map. The player having the lowest initiative roll must expend one Movement Point for each of their ships having a Movement Point remaining. The winner must then expend one Movement Point for each of their ships having a Movement Point remaining. This process will be repeated until all ships have expended all of the Movement Points they have available.

A ship may expend its Movement Point by moving one hex in the direction the ship is facing, or may remain in the same hex the ship is currently in. Any number of ship counters may occupy a hex.



Each ship *must* always maintain a specific facing. This means that the ship counter must always be pointed at a specific adjacent hex. It can only move into the hex it is facing. A ship may change the hex it is facing by *one* hexside after expending a Movement Point, if it has fulfilled its Turn Mode. The Turn Mode is fulfilled by expending a number of Movement Points equal to the ship's Turn Mode in a single direction. This can be done by moving in a straight line, remaining in the same hex without changing facing, or a combination of both. Facing changes always occur *after* the expenditure of a Movement Point. Never before.

Damaged engine rooms will reduce the Movement Points a ship will have available. This will be covered under the description of the Inertialess Engines (I).

## 3. Combat Phase

The Combat Phase of a tactical turn occurs after all movement is complete.

### Order of Fire

The player with the highest initiative chooses *one* ship and fires its weapons then resolves damage, followed by the other player. This is repeated with the second unit's weapons with the players continuing until all ships have fired. A player may designate a ship to have fired without firing any weapons. In this case play passes to the next player. Ships with no chance to damage an opponent's ship (no weapons or not in range) may not be used this way.

If one player has fired the weapons on all of his ships while the other player has ships with weapons yet to fire, that player will continue firing until all ships have fired.

**How to Engage a Target**

After deciding which ship will fire, you will need to choose a target. Next the player will determine the range to the target, which is found by counting the hexes between the ships counting the hex the target is in, but not the hex the firing ship is in. If both ships are in the same hex the range is 0. This range is then used on the Weapon Chart to determine the number the player will need 'To-Hit' the target. The player will roll one 10 sided die for each weapon fired. If the number is equal to or less than the number 'To-Hit', then the target has been hit.

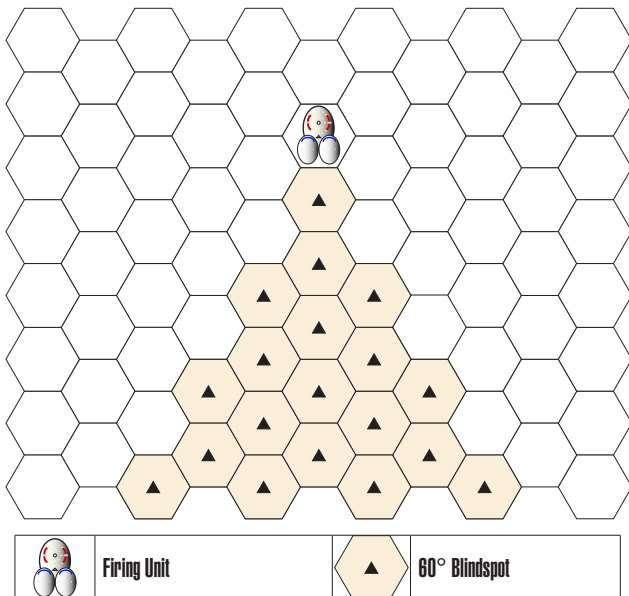
Weapon	Damage	Rate of Fire		Range (TH)																						
				0	1	2	3	4	5	6	7	8	9	0	1	1	1	1	1	1	1	1	2			
<b>Standard Missiles</b>				R	1	1	To-Hit	6	6	6	6	6	6	6	6	6	6	5	5	4	4	3	3	-	-	
<b>Plasma Torpedoes</b>				Pt	-	1	To-Hit	3	3	3	3	4	4	4	5	5	4	3	3	3	2	2	1	1	1	-
			Damage	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	-	-	-		
<b>Force Beams</b>				F	-	1	To-Hit	8	8	8	7	7	7	7	6	-	-	-	-	-	-	-	-	-	-	
			Damage	3	2	2	2	1	1	1	1	1	-	-	-	-	-	-	-	-	-	-	-	-		
<b>Laser Beams</b>				L	-	1	To-Hit	8	8	8	7	7	7	7	-	-	-	-	-	-	-	-	-	-	-	
			Damage	2	2	2	1	1	1	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-		

Missiles cause 3x damage to units that lack both shields and drive-field.  
 Torpedoes gain Target TM/3 (FRU) To-Hit, maximum +3; maximum +2 vs. Drive-field down units.  
 Laser beam damage skips shields.

When a hit is scored, cross index the Weapon Chart to find the weapon's damage at that range. That is the amount of damage applied to the target. The standard method of doing damage destroys systems from left to right, starting with shields and only skipping previously destroyed systems. Each point of damage will destroy one system. Destroyed systems may no longer be used. When all of the systems on a ship's record are destroyed the ship is considered destroyed and is removed from play.

**Field of Fire**

All ships in the Quick Start Rules have a blindspot that may not be fired into. This is caused by the engines interfering with the ship's sensors. The ship will be able to know that another ship is in the blindspot, but the sensors will be unable to target the weapons on it. The blindspot is a 'wedge' of hexes 60 degrees wide directly behind the ship.



**Target Limitations**

In the Quick Start Rules a unit can only target one ship. Combat Sensors (Y) will be needed to target any ship at a range greater than 10 hexes.

**Status Changes**

In STARFIRE, four status changes must be announced. The first is when all of a ship's shields have been destroyed. At this point the ship's player must announce "Shields Down." The second is when the first non-shield/non-armor system is destroyed. At this point the ship's player must announce "Streaming Atmosphere." The next is when any engine system except the last is destroyed, at this point the player must announce "Drive Field Fluctuates." The final occurrence is when the last engine system is destroyed, at this point the player must announce "Drive Field Down."

**SYSTEMS USED IN QUICK START RULES**

**Shields (S)** + Shields are actually generators that produce a magnetic bubble around a ship. All shield systems must be the left most mounted system on a ship's control sheet.

**Armor (A)** + Armor is both metal plating and the hulls internal strength. Armor must be placed after shields, but may otherwise be placed anywhere on the ship's control sheet

**Inertialess Engines (I)** + The Inertialess Drive creates a drive bubble around a ship that protects it and propels it at a measurable fraction of light speed. Inertialess Engines provide different amounts of Movement Points to a ship based on the ship's size. A Corvette (CT) will gain two (2) Movement Points from each engine (I). It will also lose this many Movement Points each time an engine (I) is destroyed, so a corvette (CT) losing an engine will have its Movement Points reduced by 2. Cruisers (CA) require two Inertialess Engines for each Movement Point. These two Inertialess Drives will be grouped together in Engine Rooms. Destruction of a single Inertialess Drive in an Engine Room will prevent that room from generating any Movement Points.

**Crew Quarters (Q)** + This is the living space and life support for the crew of the ship.

**Combat Sensors (Y)** + Combat sensors are the targeting arrays necessary for a ship to fire weapons at a range greater than 10 hexes. Loss of the combat sensors will prevent all fire beyond 10 hexes.

**Missile Launcher (R)** + Missile Launchers fire a missile using a drive field not only for propulsion, but also to focus the nuclear warhead's blast.

**Plasma Torpedo Launcher (Pt)** + Plasma Torpedo Launchers fire a weapon using a drive field not only for propulsion, but also to convert the weapon to super heated plasma right before striking a target.

**Force Beam (F)** + Force Beams are a short range weapons that use a drive field like beam to 'ram' another ship and cause damage.

**Laser Beam (L)** + Laser Beams fire a coherent beam of light at a target. As light is magnetically neutral Laser Beams ignore (skip) all shields on the target, doing damage to the next system in line.

**SCENARIOS**

**SCENARIO #1 - CONTACT**

In wartime fleets often send out patrols of small and expendable ships to locate the enemy. In this scenario scouts from two opposing fleets have met and attempt to destroy one another.

**Player A**

*Rampage - CT*

**Player B**

*Bradley - CT*

**Set up:**

Player A may place his ship in any hex on the map with any facing. Player B must place their ship at 25 hexes from Player A's ship. Player B's ship may be given any facing.

**Victory Conditions:**

This is a battle to the death. The victor is the player who destroys their opponent's ship or forces the other player to leave the map.

**SCENARIO #2 - SMALL FLEET ACTION**

In this scenario the opposing fleets have detached small task groups to seize the location where the scouts made contact.

**Player A**

*Destruction - CA*

*Ruin - CT*

*Despair - CT*

**Player B**

*Eisenhower - CA*

*Lee - CT*

*Patton - CT*

**Set up:**

Player A may place his Cruiser (CA) in any hex on the map with any facing. Player A's Corvettes (CT) must be placed within 3 hexes of the CA with the same facing. Player B must place their Cruiser (CA) at 25 hexes from Player A's ship with any facing. Player B's Corvettes (CT) must be placed within three hexes of Player B's (CA) and with the same facing.

**Victory Conditions:**

This is again a battle to the death. The victor is the player with the last undestroyed ship on the map.

**SHIP ROSTER**

When a CT or CA is indicated, pick one ship design from the following:

CA(R)

[3] S×7 A×8 Q (I I) R Q (I I) R R Q (I I) R R Q R R Y (I I) R [4]

CA(Pt)

[3] S×8 A×9 Q (I I) Pt Q (I I) Pt Q (I I) Pt Q Pt Y (I I) Pt [4]

CT - 1

[2] S S A A (I) (I) Q L (I) L [6]

CT - 2

[2] S A A (I) (I) Q F (I) L [6]

CT - 3

[2] S A (I) (I) Q F (I) F [6]

CT - 4

[2] S S S S A A A Q (I) (I) (I) F [6]

